

SEGA®

the adventures of BATMAN™ & ROBIN™

SEGA™ CD™



4432



KIDS TO ADULTS



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

ABOUT AUDIO CONNECTORS — ORIGINAL SEGA CD MODEL

- ☐ If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- ☐ If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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C O N T E N T S

Getting Started	2
Driving the Batmobile	3
Batmobile Heads-Up Display	4
Flying the Batwing	6
Batwing Heads-Up Display	7
Weapons	8
Power-Ups	9
Act 1: Poison Ivy's Plot!	10
Act 2: Poison Ivy's Getaway!	11
Act 3: The Riddler's One-Two Punch!	12
Act 4: The Riddler's Game!	13
Act 5: The Joker Laughs!	14
Act 6: Thorn's Casino	14
Credits	15



GETTING STARTED

SETTING UP THE SEGA CD

1. Set up the Sega CD and Sega Genesis™ systems by following the instructions in their manuals. Plug a controller into control port 1.
2. Turn on the TV or monitor, and then turn on the Genesis. The Sega CD logo appears on screen. (If nothing appears on screen, turn the system off, make sure it is set up correctly, and then turn it on again.)
3. Open the disc tray. Place the Sega CD compact disc into the tray, label side up. Close the tray.
4. If the Sega CD **logo** is on screen, press **Start** on your controller to load the game.

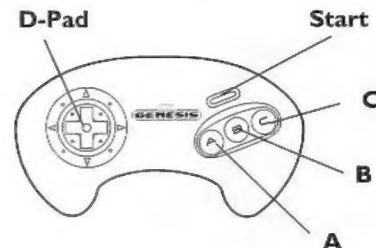
If the **control panel** is on screen, select "CD-ROM" and press **Button A, B or C**.

If the disc is already in the Sega CD when you turn it on, the game will load automatically.

5. When the Title screen appears, press **Start** on your controller to begin the game.



DRIVING THE BATMOBILE



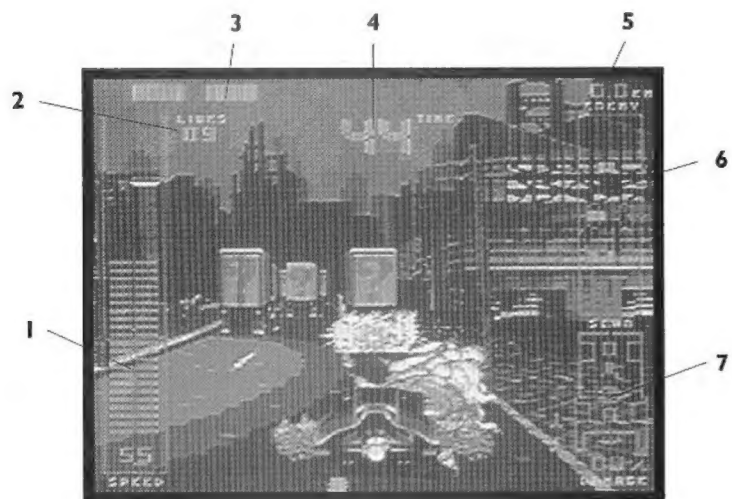
- ▶ Accelerate **Hold D-Pad up.**
- ▶ Brake **Hold D-Pad down.**
- ▶ Steer **Hold D-Pad left/right.**
- ▶ Fire guided missiles **Tap Button A twice,**
once for lock-on and
the second time to fire,
after collecting a Guided
Missiles power-up.
- ▶ Fire smart bombs **Press and hold Button A,**
after collecting a Smart
Bombs power-up.
- ▶ Initiate turbo speed **Double-tap and hold**
Button B, after collecting
a Turbo power-up.
- ▶ Fire mini-rockets **Tap Button C.**
- ▶ Skip video; pause/resume **Press Start.**

NOTE —

See page 9 for more details on power-ups.



BATMOBILE HEADS-UP DISPLAY



1 SPEED

The **Batmobile's** speed, in miles per hour (MPH). The bars fill upward as the vehicle's speed increases.

2 LIVES

Your remaining chances to win. The game ends when you run out of lives.

3 TURBO

Amount of turbo power available, shown by lighted bars.

The bars appear when you collect Turbo power-ups. When turbo power is available, double-tap and hold **Button B** for a speed burst to catch up to villains or escape traffic jams.

The bars dim as you use turbo power. When no bars are showing, turbo power is not available.

4 LEVEL TIME/DISTANCE

Most **Batmobile** levels are timed, and this number shows the seconds remaining before the level times out.

One level is a distance challenge, and this number shows how much farther you must drive to complete the challenge.

If the time runs out, or the Batmobile crashes before you drive the required distance, you must play the round over.

5 BOSS DISTANCE

How far you are from the main villain. When you catch up to the boss, you'll fight the final battle in the level.

6 ENEMY RADAR

Shows vehicles and objects in your path and behind you. The Batmobile's position is in the center.

BOSS DAMAGE METER

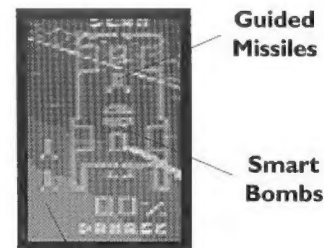
When you catch up to the level boss, the displays for BOSS DISTANCE and ENEMY RADAR change to the BOSS DAMAGE METER. Lighted bars change from green to yellow to red as you damage the boss. When the entire display glows red, the boss is defeated.

7 STATUS

Shows the power level of the mini-rockets, the number of guided missiles and smart bombs on board, and the percent of damage to the Batmobile.

You can refill or increase the weapon supply by collecting power-ups.

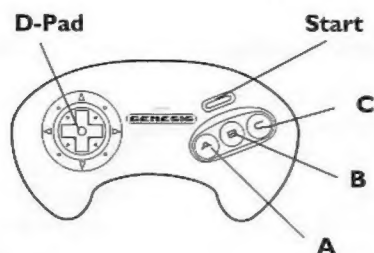
Try to keep vehicle damage to a minimum. Severe damage will put the Batmobile out of commission, and you must play the round over.



Mini-Rockets
Power Level
(Up to 3 Each Side)



FLYING THE BATWING

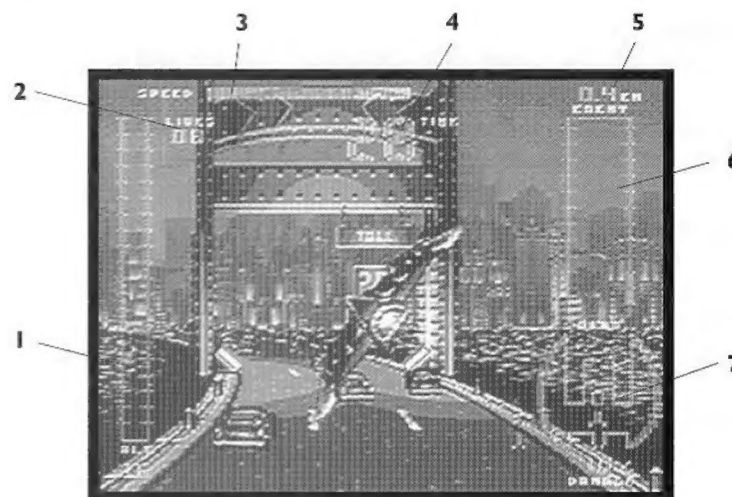


- ▶ Dive Hold D-Pad up.
- ▶ Climb Hold D-Pad down.
- ▶ Steer Hold D-Pad left/right.
- ▶ Fire guided missiles Tap Button A twice, once for lock-on and the second time to fire, after collecting a Guided Missiles power-up.
- ▶ Fire smart bombs Press and hold Button A, after collecting a Smart Bombs power-up.
- ▶ Accelerate Hold Button B.
- ▶ Fire mini-rockets Tap Button C.
- ▶ Skip video; pause/resume Press Start.

NOTE —

See page 9 for more details on power-ups.

BATWING HEADS-UP DISPLAY



The **Batwing's** HUD is similar to the **Batmobile's**, with differences as noted:

1 ALTITUDE

The Batwing's height above sea level. The bars fill upward as the aircraft climbs.

2 LIVES

3 SPEED

The Batwing's velocity. The green bar lengthens as the craft's speed increases.

4 LEVEL TIME

5 BOSS DISTANCE

6 ENEMY RADAR

7 STATUS



WEAPONS

MINI-ROCKETS

Mini-rockets fire forward alternately from the left and right. You can squeeze off 10 shots before reload, which occurs automatically while the weapon is idle. Steer to aim your fire. Increase the mini-rockets' load and coverage with power-ups.

GUIDED MISSILES

Highly effective guided missiles lock-on targets, then home in for an explosive send-off! Tap **Button A** once to lock-on, and a second time to fire. Collect power-ups to arm this weapon and enhance its effectiveness.

SMART BOMBS

Smart bombs explode their targets and all surrounding enemies on contact. Press and hold down **Button A** for about 2 seconds to deploy. Collect power-ups to increase your supply of these devastating weapons.



POWER-UPS

TURBO

Arm the **Batmobile's** turbo power feature. Tap and hold **Button B** to activate and use turbo power.

MINI-ROCKETS 2X POWER

Fire 2 rockets per side with each button press. Doubles your firepower for a total of 20 shots before reload.

MINI-ROCKETS 3X POWER

Fire 3 rockets per side with each button press. Doubles your firepower for a total of 30 shots before reload.

SPRAY

Launch mini-rockets in a triple spray from the front and both sides of your vehicle.

GUIDED MISSILES

Arm your vehicle's missile launcher.

LOCK-ON RADAR

Speed up your mini-rocket and guided missile firing time by locking-on to targets more rapidly.

SMART BOMBS

Increase your supply of these weapons.

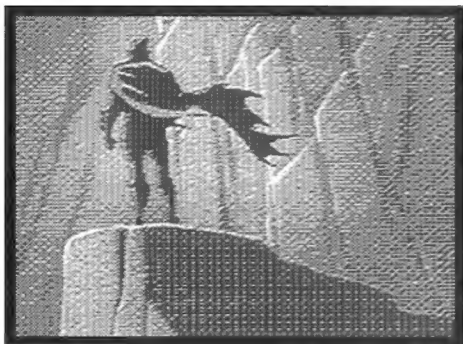
BATMAN

Gain an extra life.



ACT 1: POISON IVY'S PLOT!

Calling all cars! Holdup in progress at **Gotham Federal Bank**. **Poison Ivy** has been identified as the felon. Her thugs, led by **Lily** and **Violet**, are clogging all routes to the bank with armed vehicles. Downtown traffic makes normal police pursuit too dangerous. Calling the **Batmobile**



- ▶ Go for it! Clear the round before the countdown timer runs out. (The timer lasts for 90 seconds, starting at 1.30).
- ▶ Drive over Turbo icons to keep turbo power stocked up.
- ▶ Swerve around civilian vehicles. Collisions damage the Batmobile and slow it down.
- ▶ If you hit too many civilian cars, the police will set up a road block and you'll lose 1 life.
- ▶ Drive on sidewalks to beat traffic jams. Street lights and stairs do little damage, but fire hydrants cause severe damage.
- ▶ Drive at top speed, dodging all cars until you catch up with Lily and Violet, cruising in super-fast Cobras. Once you catch up to the girls, their henchmen in road-hog Caddies will go after your tail. Blow 'em away!
- ▶ Lily and Violet toss mushrooms, pumpkins and Venus fly-traps from their speeding cars. Watch out! Small pumpkins can be picked off with rockets. Giant pumpkins are impervious to everything but missiles!
- ▶ Clear the veggies and plants to reach Poison Ivy's girl-thugs and end their driving careers!



ACT 2: POISON IVY'S GETAWAY!

Poison Ivy must be stopped before she escapes with **Gotham City's** funds. Only one crimestopper alive can handle this emergency . . . **Batman!**



- ▶ Drive at your fastest speed to keep up with Poison Ivy's getaway van.
- ▶ Use all the weapons and tricks at your disposal. This level lasts until you defeat Poison Ivy, or the **Batmobile** is mortally damaged.
- ▶ Be prepared! Poison Ivy's van is loaded with tough biologic weapons. If you think it's wussie stuff, just wait 'til you plow head-first into a fast-growing hedge!
- ▶ Poison Ivy tosses fast-growing trees as obstacles! Standing trees fall and crush you if you slow down. Shoot off the branches of flashing blue trees. Swerve around falling trees; you can't destroy their stumps.
- ▶ Get a grip on your button controls to avoid spinouts and skids on flooded roads.



ACT 3: THE RIDDLER'S ONE-TWO PUNCH!

The Riddler has hijacked **Commissioner Gordon** and is holding him hostage at the **Gotham Toy Fair**. The Man of a Thousand Laughs knows **Batman** will be onto him in no time. For a little joke, he's scattered special toys along the freeway leading to the **Gotham Toys** building — the route Batman must drive to rescue the Commissioner!



- ▶ Tear up the streets! This powerhouse road race combines speed, strategy and driving skill. You must avoid The Riddler's 18-wheelers as they try to sandwich the Batmobile in a squeeze play. Demolish all The Riddler's terrifying toys to clear the round.
- ▶ Look ahead for weapon power-ups and be sure to drive over them to stock up on ammunition. You'll need it.
- ▶ The Riddler's thugs drive old 50's Caddies. When those trunk lids open, you never know what's going to pop out!
- ▶ Grenades arc toward the Batmobile and explode on impact.
- ▶ Toy cars attack head-on or release scatter mines that explode on impact.
- ▶ Helicopters swoop into the Batmobile's path and buzz it with bombing runs.
- ▶ Huge inflatable toys wobble this way and that, then blow up, damaging the Batmobile.



ACT 4: THE RIDDLER'S GAME!

The Riddler has lured the **Batmobile** onto a virtual gameboard. Chess, backgammon, tic-tac-toe . . . the rules are the same for every game: avoid and destroy the rapidly shifting pieces!



- ▶ Swiftly moving pieces blockade the Batmobile on all sides. Driving skill and quick reflexes count more than speed!
- ▶ The best way through this level is to blast everything ahead to clear your path. Be sure to get the special weapons power-ups at the beginning of the act.

BATMAN'S VIRTUAL WEAPONS

The Batmobile's defenses change to virtual weapons for The Riddler's Game. These are controlled just like the standard weapons. Be sure to collect their special power-ups:

VIRTUAL TURBO

Arm the Batmobile's virtual turbo power feature.

VIRTUAL MISSILE 2X SHOT

Fire 2 virtual missiles per side with each button press.

VIRTUAL MISSILE 3X SHOT

Fire 3 virtual missiles per side with each button press.

VIRTUAL SPRAY

Launch virtual missiles in a triple spray from the front and both sides of your vehicle.

VIRTUAL LOCK-ON RADAR

Speed up your virtual missile firing time by locking-on to targets more rapidly.



ACT 5: THE JOKER LAFFS!

Once caught, **The Riddler** spilled the beans. More hostage action, and this time much closer to home!

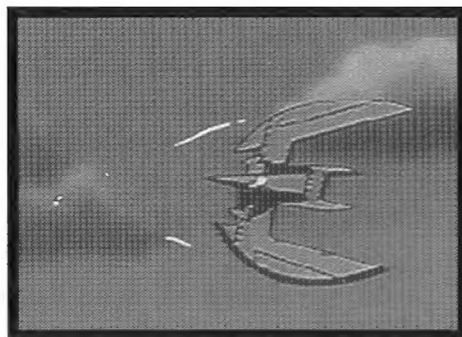
The Joker has **Robin** in a stranglehold at **Gotham City's** abandoned amusement park, "Land O' Laffs." It's "pedal to the metal" as the **Batmobile** races to the rescue in a dead heat . . .



- ▶ You will run 4 sets of laps. You must complete each set within its own allotted time. Each set has 4 laps, for a grand total of 16 laps in the act.
- ▶ Each set of 4 laps is different, with its own murderous dangers.
- ▶ Bomber cars explode on contact. Keep away!

ACT 6: THORN'S CASINO

Getting **The Joker** to talk was no easy feat. Now all fingers point to **Rupert Thorn's** floating casino in **Gotham Bay** as the hub of Gotham City's crime spree. There's only one way to get there . . . in the **Batwing**!



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Xerox & Shipping	Carlton Batten, Anna Durand

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1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.



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State

Zip code

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